

RENDERING A PENCIL-SKETCH IMAGE

ABSTRACT

A pencil-sketch image is rendered from three-dimensional (3D) data by determining a pencil-sketch texture for a polygon defined by the 3D data, projecting the polygon onto a two-dimensional surface, and mapping the pencil-sketch texture onto the polygon to render the pencil-sketch image. The pencil-sketch texture is determined by obtaining a value based on a normal vector to the polygon and a light vector between the polygon and a light source, classifying the polygon based on the value, and associating the pencil-sketch texture with the polygon based on the classification of the polygon.

20135951.doc